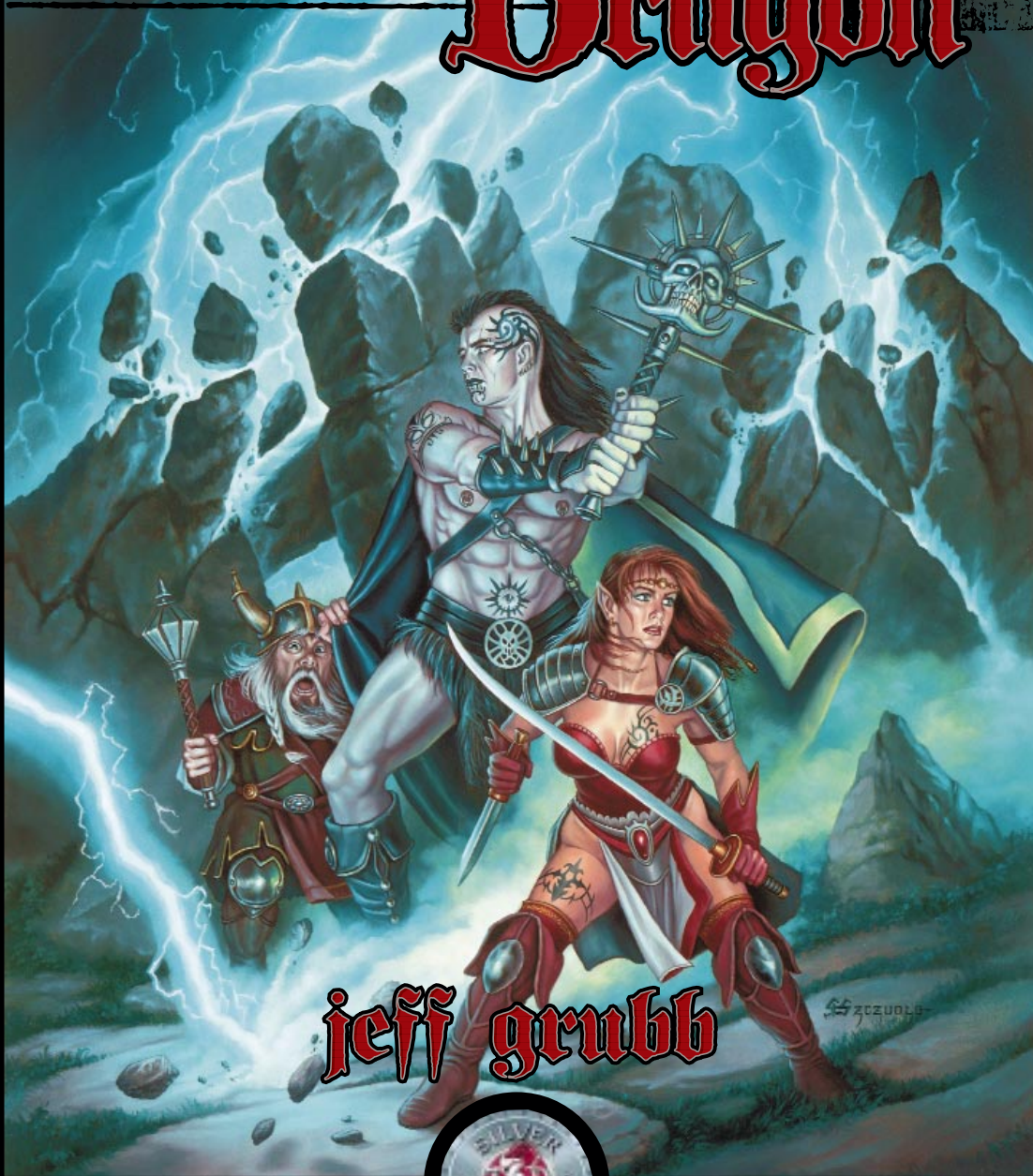


# Dungeons & Dragons®

ADVENTURE GAME

## FREE FAST-PLAY GAME

### CRYPT OF THE **Smoke Dragon**



jeff grubb





# Smoke Dragon's Lair

The Lair

Maxie's Room

The Dark River

Zombie Chamber

Cliffside

Start

Key

- Stone Door
- Iron Door
- Rope Bridge
- Altar

0 20 feet

2

## WHAT IS THIS?

This self-contained game gives you and your friends the experience of playing the DUNGEONS & DRAGONS® game in an easy-to-learn format. In this *Fast-Play Game*, you and your friends take on imaginary roles in a fantastic tale of mighty heroes, mythical dragons, and powerful magic.

This demo version of the game is designed to give you the feel of playing the DUNGEONS & DRAGONS game. The full game contains all sorts of options to help you create your own on-going sword and sorcery campaign. We'll tell you more about that at the end of this booklet.

## CREDITS

Design:

**Jeff Grubb**

Editing and Creative Direction:

**Bill Slavicsek**

Cover Illustration:

**Tony Scudlo**

Cartography:

**Todd Gamble**

Typesetting:

**Sean Glenn**

Graphic Design:

**Mark Painter and Sean Glenn**

Thanks:

**Keith Strohm and Cindi Rice**

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson



## HOW DO WE PLAY?

The D&D® *Fast-Play Game* isn't like other games. There's no board, no joystick, no playing pieces. All you need is your imagination, this booklet, and at least three six-sided dice.

One of the players is called the **Dungeon Master**, or DM. The DM's in charge of running the game. The best storyteller in your group should be the DM. Stop reading now and give this booklet to the player who will be the DM.

The DM coordinates the action, tells the other players what their characters see and hear, and resolves battles. You're two parts storyteller, one part CPU, with a little bit of "banker" and stage manager thrown in.

You run the world, and everything in it does your bidding.

The other players run the heroes, who influence the world with every action they take. The players tell the DM what their characters do in situations the DM presents. The heroes—warriors, wizards, priests, and rogues—slay monsters, rescue villages, and collect treasure. If the heroes survive the adventure, the players win the game.

## THE HEROES

There are four **character sheets** in the center of this booklet. Each describes one of the heroes in this tale that's set in an ancient, magical, and dangerous time. Remove each sheet and give them to the players so they can each choose a hero. (You don't get one. The DM gets the adventure and all of the DM characters in it.)

While the players take a few moments to examine their character sheets, you need to read "The Game Session," below.

## THE GAME SESSION

How does this work? Well, the *Fast-Play Game* walks you through a D&D adventure, presenting the game rules when you need them—you don't have to memorize anything to play.

In the game, the other players take on the roles of brave adventurers. You follow the directions, describing situations, making embellishments, and reacting to what the players want their characters to

do. You also get to play the roles of the monsters and other DM characters in the adventure.

Remember, all of the action takes place through discussion and dice rolling. Nobody should run around the table or try any stunts—this is make-believe!

Players can speak "in character" ("I attack the Zombie") or refer to their heroes in the third person ("Graywolf attacks the Zombie"), depending on whatever way they are comfortable playing. You can decide to use different voices and sound effects when you're running the monsters, or you can play it straight and describe the scenes like a narrator in a movie.

## DM AIDS

Throughout this booklet, you'll find the following visual aids to help you run the adventure.

**The Map**, printed on page 2, is for your eyes only. Use it to keep track of the action and to help describe what the heroes see.

**Red Text** is called a "Read-aloud." Read this text out loud to the players to describe what their heroes see and hear.

**Boxed Text** contains rules and advice for running a particular scene in the adventure. It provides you with important directions for playing the game. **Don't read boxed text to the players**, but do follow the directions contained within them.

**DM Secrets** and **Sidebar**s appear everywhere else in the booklet. Don't read this material (or anything that isn't **Red Text**) to the players. We tell the DM everything, but the players should figure out the adventure's secrets for themselves. Note that you can skip the Sidebars entirely if you want. They contain advice and suggestions, but aren't crucial to the adventure itself.

That's it! Now we're ready to start playing! Let the adventure begin ...



# 1: WHEN DRAGONS RULED THE WORLD...

Once the players have looked over their character sheets, you can start the adventure. Remember, only read the **Red Text** to the players. Everything else is for your information only.

Usually the **Red Text** ends with a question for the players—"What are your heroes going to do?" At this point you turn things over to the players. They decide if their heroes are going to open a door, fight a monster, run away, or do something else entirely. It's their choice.

The players tell you what their heroes are doing (they don't all have to do the same thing). You then tell them the results of what they do. This booklet walks you through the hard parts, and tells you how to handle the situations presented. When the heroes try something that isn't covered in the text, just make it up! Even better, make something up in each scene so that the adventure is uniquely your own. That's the fun of the D&D game.

That simple? That simple. So turn on your imagination and read this to the players:

Each of you has a hero—a fighter, rogue, wizard, or priest. These valiant adventurers are devoted to ridding the world of evil. It's a long time ago, in an ancient world filled with fantastic monsters, great treasure, and high adventure. If your heroes do well, they'll win the day and survive to gain power and experience. And together, we'll tell an exciting story.

I'm going to be the Dungeon Master for this adventure. I'll describe what your characters see, and you'll tell me what your heroes will do based on those descriptions. Ready? Let's begin.

Let the players introduce their characters to each other. Then read:

Your heroes are gathered together in a mountain pass, a full moon casts deep shadows through the surrounding pines. For the last few months, zombies—horrible undead monsters—have assaulted

the nearby villages. The villagers have asked you to discover where the zombies are coming from, and to destroy them. Others have sought out the secret, but none have returned.

Now, against the side of a mountain, you see a pale bluish light up ahead through the trees. You see a circular doorway set into the cliff side. Strangely carved runes ring the frame of the door, and in the center is a massive pull-ring.

What are your heroes going to do?

You've asked the players what they want their heroes to do. Now, as their characters, they need to tell you what actions they're going to perform. Ask each player what his or her hero is doing.

The heroes have a couple of obvious options. They can leave. They can watch the doorway for a while. They can try to read the runes. Or they can open the door. Find the action listed below that comes closest to what the heroes are doing and follow the directions.

## A. Leave

That's always an option, but it's not a very exciting one. After all, these are heroes and they agreed to help the villagers. Encourage the players to press on, otherwise the game is over. See the Carrots & Sticks sidebar for ways to get the players on track.

## B. Watch the Doorway

An hour passes (not in real time, but in the imaginary world of the game). Another hour passes. Nothing happens. Eventually the sky begins to brighten. Ask the players again: What are your heroes doing?

## C. Read the Runes

The runes, written in an archaic language and glowing with arcane light, are hard to decipher. If a hero tries to read the runes, follow these rules:

Each player rolls three dice and tries to roll **less than** his or her hero's Intelligence score (as recorded on each player's character sheet). If the total is **less than** the Intelligence score, the hero can read the runes. (This is called an Intelligence check.)

## HANDY DM TIP: CARROTS & STICKS

People play the D&D game for many of different reasons. If your group looks like it might need some encouragement to get on with the mission (find the zombies, discover their secret, and destroy them), here are some buttons you can push for the various heroes.

**Graywolf** is dedicated to the destruction of evil and this place reeks of it. The hairs on the back of his neck stand up and he's sure that this is the lair of the zombies.

**Stardancer** is also dedicated to the destruction of evil. However, she's not above looking for the odd spare coin that these monsters happen to be carrying. Play up the fact that where there're monsters, there's treasure.

**Delavan** has the loyalty and dependability that dwarves are legendary for. He shouldn't back down from a challenge nor desert his allies.

**Zanthar Rex** seeks knowledge. Where there are undead, there are usually lost tomes and magical items.



Anybody can attempt to read the runes. If anyone who tries makes a successful Intelligence check, read the following to them:

The runes, carved in rough, savage angles and glowing with a blue light, read as follows: *“Here be the crypt of the smoke dragon, guarded by an army of the living dead!”*

What are your heroes going to do?

#### D. Examine the Door

The door is actually a great stone plug with a pull-handle in the center. If any of the heroes asks to check out the door, have them make an Intelligence check. (Stardancer can make a Find Traps check instead.)

To do this, a player rolls three dice and tries to roll **less than** his or her hero's Intelligence score (or Find Traps score, in the case of Stardancer). If the total is **less than** the score, the hero discovers an important detail.

If a hero successfully examines the great stone plug, read:

Crude letters are scrawled on the face of the stone plug. The small, faint letters, tucked near the upper rim, read: *“Power resides in the vessel of mist. Sunder the chalice and rend the beast.”*

What are your heroes going to do?

#### E. Open the Door

It takes pure muscle to pull the large stone plug out of the doorway. Each of the heroes can try, in turn, to open the door. If a hero tries to open the door, follow these rules:

Each player rolls three dice and tries to roll **less than** his or her hero's Strength score (as recorded on each player's character sheet). If the total is **less than** the Strength score, the hero pulls open the door. (This is called a Strength check.)

There's one other way to open the door. Zanthar (the wizard hero) carries a magical scroll that contains the *Knock* spell. This spell automatically opens any door. (The

spell fades after it is used.)

If everyone fails their Strength checks, or the heroes just decide to let Zanthar do it in the first place, the *Knock* spell opens the door.

Once the heroes get the door open, go to Scene 2.

## 2: THE ZOMBIE GUARDS

When the heroes have successfully opened the door (whether by spell or Strength check), read the following out loud:

The thick stone plug grinds as it pulls its way out on heavy iron hinges, revealing a circular hole in the cliffside. Inside, the hole is dark and foreboding. What are you going to do?

Look at the map on page 2. It shows the entrance to the crypt and the zombie chamber beyond. In the zombie chamber, the location of each of the five zombies is clearly marked. This information is for your eyes only, to help you visualize the scene.

The heroes have two choices here. They can leave (which isn't really an option for heroes) or they can enter the hole in the cliff. When they enter, read:

A great doorway into the side of the mountain yawns before you. The entrance is dark and eerily quiet. Just beyond the door lies an ancient anteroom, your meager torchlight barely making a dent in the cool darkness. You notice that a dusty mosaic tile pattern covers part of the floor, and a great iron door is set into the far wall. Weird statues frame the mosaic, like silent guardians of this strange place.

Suddenly, the statues open evil red eyes and stumble toward you! You see now that they aren't statues—they look like long-dead human warriors. They wear rotted leather armor and their flesh flakes off their bones in long, parchmentlike tatters. They are zombies, and there's a malicious flicker in their dead, red eyes.

What are you going to do?

### HANDY DM TIP: COOL VOICES

If the heroes decipher the runes, get dramatic with the italicized words. This is supposed to be a frightening inscription, a warning to all those faint of heart to flee this place. Uncork your best “evil villain” voice and let fly!  
(Bwaa ha ha!)



## HANDY DM TIP: WHAT DO I DO WITH DEAD HEROES?

Death happens. The threat of getting your hero's clock cleaned adds excitement to the game. However, dead heroes aren't much fun. Here are some options for retrieving dead characters:

### Is the Hero Really Dead?

A character whose wounds equal or exceed her Hit Points is out of the game—**unless** she gets some type of healing, like Delavan's *cure light wounds* spell or Stardancer's *potion of healing*. Either one restores lost Hit Points if administered at the first opportunity.

**Share Characters.** If a player is running two heroes, and another player's hero dies, give that player one of the remaining heroes.

**Bring in a New Hero.** The heroes could "recruit" a new hero with the same statistics as the dead hero. Just change the name. Stardancer becomes Moonshadow, for example.

**Start Over in the Village.** If all of the heroes are killed (or a good percentage of them bite the dust), the village hires a new band of heroes. They have the same statistics as the previous group, they just have different names (as described above).

The zombies shamble forward, ready to attack everyone nearby. There are five zombies, one for each hero with one left over. The heroes have two obvious choices here: leave or stay.

### A. Leave

If the heroes flee, they quickly lose the zombies in the pine woods surrounding the entrance. Later, if they return, the stone door is sealed (with the zombies back inside).

### B. Stay

If the heroes stay, the zombies attack them. The box below tells you how to run the fight.

If some of the heroes leave and some of them stay, the zombies stick around to beat on those that remained.

## THE ZOMBIE BATTLE

Zombies are slow. Unless the heroes just decide to totally ignore the zombies, they get to attack first. The battle is pretty free-form; a hero can easily reach any zombie, or a hero can turn and run if that seems to be the best option.

If the heroes and zombies battle, all the action takes place in **combat rounds**. In a combat round, each hero makes one attack. If the attack succeeds, the hero's player makes a damage roll. (The heroes can each fight a separate zombie, or they can team up against a single zombie.)

Then you make one attack for each monster, rolling for damage if a zombie successfully hits a hero. As DM, you get to run the zombies as you see fit. You decide which heroes get attacked and what the zombies do in the round. (See the box in the next column for full details.)

If there are still heroes and monsters standing after the first round, play through another round. Keep playing through rounds until the monsters have been defeated or all of the heroes have fallen.

If the heroes have been killed or chased off, the zombies shut the door. The heroes must return (either the same heroes or a new group—use the same character sheets, just change the names of the dead heroes) and face the zombies again before you advance to the next section of the adventure.

After the heroes defeat the zombies, go on to the next section of the adventure.

**Heroes Attack:** The players make the attack rolls for their heroes. To make an attack roll, a player rolls three dice.

If the total is **less than** the hero's To-Hit number (as recorded on each player's character sheet), the hero's attack misses.

If the total is equal to or greater than the hero's To-Hit number, the attack for this round succeeds.

The player then makes a damage roll, as listed on the hero's character sheet. You record the damage on the Zombie Wounds chart, below. When a zombie's wound boxes are filled, it crumbles to dust.

After each of the heroes has had a chance to attack once, then it's the zombies' turn ...

**Zombies Attack:** You roll for the zombies. The zombies have a To-Hit number of 14. Roll three dice. If the total equals or exceeds 14, a zombie hits. If a zombie hits a hero, it inflicts one die of damage.

Make attack rolls for each zombie, just like the players did for the heroes. If a zombie inflicts damage on a hero, the hero's player records that damage in the Wound box on the character sheet. When a hero's wound boxes are filled, the hero dies.

### Zombie Wounds

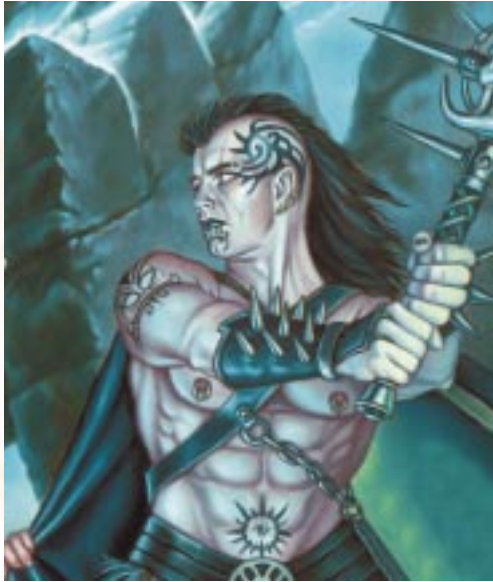
Zombie 1	○ ○ ○ ○ ○ ○
Zombie 2	○ ○ ○ ○ ○ ○
Zombie 3	○ ○ ○ ○ ○ ○
Zombie 4	○ ○ ○ ○ ○ ○
Zombie 5	○ ○ ○ ○ ○ ○

## 3. EXPLORING THE ROOM

Once the heroes kill the last of the zombies, read the following to the players:

CONT'D ON PAGE 11





## GRAYWULF

Fighter (Human)

### ABILITY SCORES

Strength	17
Dexterity	13
Constitution	14
Intelligence	10
Wisdom	13
Charisma	14

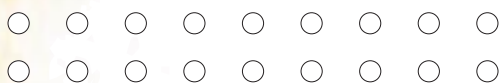
### TO-HIT NUMBER 10

To make an attack, roll three dice. If you roll a total of 10 or better, you hit.

### DAMAGE 1D+3

Graywulf attacks with a large war hammer and is very strong. When you hit, roll one die and add 3 to the result. This is the amount of damage Graywulf inflicts with a successful attack.

### HIT POINTS: 18



## STARDANCER

Rogue (Elf)

### ABILITY SCORES

Strength	15
Dexterity	17
Constitution	15
Intelligence	13
Wisdom	11
Charisma	16

### TO-HIT NUMBER 13

To make an attack, roll three dice. If you roll a total of 13 or better, you hit.

### DAMAGE 1D

Stardancer attacks with a long sword. When you hit, roll one die. This is the amount of damage Stardancer inflicts with a successful attack.

### FIND TRAPS 11

To search for traps, roll three dice. If you roll a total of 11 or less, you succeed.

### OPEN LOCK 10

To pick a lock, roll three dice. If you roll a total of 10 or less, you succeed.

### HIT POINTS: 14





## TREASURE

Record any gold and treasure Stardancer finds here.

## WEAPONS

Long Sword

Damage: Roll one die



## SPELLS

Stardancer has no magical spells

## EQUIPMENT

In addition to her long sword, Stardancer carries:

A Torch

A pouch of 10 gold pieces

A pouch of thieves' tools

A *Potion of Healing* – This is a small bottle, which, if drunk, heals two dice of damage. Once drunk, scratch this off the equipment list.

## WHO IS STARDANCER?

Stardancer is an elf mercenary who appreciates the finer things in life. She has teamed up with the other heroes to defeat the forces of evil and, more importantly, take their stuff.

## WHO SHOULD PLAY STARDANCER?

If you want to play a sneaky hero who lives by her wits, is extremely curious, and is skilled at picking locks and spotting traps, you should select Stardancer the Thief.

## TREASURE

Record any gold and treasure Graywulf finds here.

## WEAPONS

War Hammer

Damage: Roll one die and add 3



## SPELLS

Graywulf has no magical spells

## EQUIPMENT

In addition to his war hammer, Graywulf carries:

A Torch

Some rations

A 50-foot coil of rope

## WHO IS GRAYWULF?

Graywulf is a barbarian warrior from the far north. He has come to these lands to seek out and destroy ancient evil wherever he encounters it. His weapon is a skull-headed war hammer, a powerful weapon of his ancestors that smashes bones and dispatches undead with ease.

## WHO SHOULD PLAY GRAYWULF?

If you want to play an extremely powerful, exceedingly brave warrior who likes to use his might and muscles to defeat evil, you should select Graywulf the Barbarian.





## DELAVAN

Priest (Dwarf)

### ABILITY SCORES

Strength	11
Dexterity	14
Constitution	16
Intelligence	12
Wisdom	17
Charisma	12

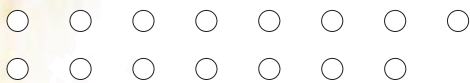
### TO-HIT NUMBER 12

To make an attack, roll three dice. If you roll a total of 12 or better, you hit.

### DAMAGE 1D

Delavan attacks with a short metal club called a mace. When you hit, roll one die. This is the amount of damage Delavan inflicts with a successful attack.

### HIT POINTS: 15



## ZANTHAR REX

Wizard (Human)

### ABILITY SCORES

Strength	9
Dexterity	11
Constitution	15
Intelligence	17
Wisdom	13
Charisma	13

### TO-HIT NUMBER 14

To make an attack, roll three dice. If you roll a total of 14 or better, you hit.

### DAMAGE 1D

Zanthar attacks with a wooden staff. When you hit, roll one die. This is the amount of damage Zanthar inflicts with a successful attack.

### HIT POINTS: 10





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## TREASURE

Record any gold and treasure Zanthar Rex finds here.

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## WEAPONS

Quarterstaff

Damage: Roll one die



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## SPELLS

*Magic Missile*—When cast, a magical pulse of energy flies from his fingers to automatically hit a target for **one die** of damage. This spell can be cast **twice** in the adventure.

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## EQUIPMENT

In addition to his quarterstaff, Zanthar carries:

A lantern

A magical scroll with the *knock* spell—when read, a loud knock magically opens a locked door. It can be used **once**.

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## WHO IS ZANTHAR REX?

A student of magic, Zanthar seeks out mysteries and secrets. He has little patience for those who would seek to use knowledge to evil or selfish ends. He has joined the heroes to discover more magical spells and increase his own ability to help others.

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## WHO SHOULD PLAY ZANTHAR REX?

If you want to play a scholar of the arcane arts who uses his brain and his magical spells to put evil-doers in their place, you should select the wizard Zanthar Rex.

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## TREASURE

Record any gold and treasure Delavan finds here.

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## WEAPONS

Mace

Damage: Roll one die



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## SPELLS

*Cure Light Wounds*—When cast on a hero, this spell restores **two dice** of Hit Points. This spell can be cast **twice** in the adventure.

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## EQUIPMENT

In addition to his mace, Delavan carries:

A lantern

A mirror

A 50-foot coil of rope

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## WHO IS DELAVAN?

A young (in dwarven terms) priest of the Hollow Mountains, Delavan has joined the other heroes to battle the forces of evil. Stalwart and loyal to his friends, Delavan looks for the other heroes to aid him in his battle against evil. In return, he uses his healing spells to keep his allies alive.

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## WHO SHOULD PLAY DELAVAN?

If you want to play a character who isn't afraid to get into a fight but also enjoys helping others and keeping his companions in good spirits, you should select Delavan the Priest.



CONT'D FROM PAGE 6

The sounds of battle die out as the last zombie crumbles to dust. Now you can better examine the ancient anteroom. You see a strange pattern in the dirty tile floor. A great iron door blocks access to the mountain's interior. Racks of rusted and decayed weapons line the sides of the room, and an iron chest rests near the far wall.

What are your heroes going to do?

The heroes have killed the monsters in the room and now can explore their lair. There's nothing else immediately dangerous in the room.

The heroes can do different things in the room, either together or separately. Ask the players what their characters are doing, then check below for the entry that comes closest to the heroes' actions. Remember, if a hero tries something that isn't covered herein, make it up! And don't be afraid to embellish the details and add your own touches if you think of something cool or creepy. Just be fair and consistent and everything should work out fine.

### A. Checking the Zombies

The zombies didn't have a lot on them and little remains in the piles of dust they reverted to when the heroes defeated them. Tattered clothing is mixed with each pile of dust. The remains of the last zombie also contain a jeweled bracelet that juts out of the dust pile. The bracelet is fashioned in the shape of a coiled serpent, with eyes made of small rubies. The bracelet is worth 300 gold pieces if taken back and sold in the village.

### B. Checking the Weapons

The racks filled with spears, swords, and hammers once made an impressive armory, but now these weapons are rusted and uselessness.

### C. Checking the Mosaic

A thick layer of dust covers the floor, but the pattern of the tiles can be seen peeking through in places. The picture in the tiles can only be seen if the dust is wiped away. The tiles depict a disturbing image: a great dragon of smoke and mist with blazing-red eyes rising from a dark brazier.

### D. Checking the Chest

The chest isn't locked and it contains no traps. Tell the player whose hero is examining the chest that it looks like a wooden chest bound with iron bands, with a simple latch on the front. Ask if the hero is going to open the chest. If the hero opens the chest, read the following:

A small, open bag sits on the floor of the chest. Gold coins spill out of the bag.

There are 50 gold coins, each inscribed with the mark of a long-dead kingdom. Let the player tell you if the hero is taking the coins or not.

### E. Checking the Iron Door

When someone expresses interest in the iron door, read the following out loud:

The heavy iron door is smooth, without runes or other markings. It's set into a thick oak frame. It has well-oiled hinges and appears to be locked.

If Stardancer checks the door for traps (using her Find Traps skill) and succeeds, she notices the following:

The heavy iron door is locked, and the door is rigged with a trap of some kind. It looks like the trap will be sprung if the door is opened while the lock is still engaged.

There are three ways to open this door:

1. **Stardancer can** make an Open Lock check. This requires the player to roll equal to or less than Stardancer's Open Lock number on three dice. This is the best way to open the door, because once the lock is disengaged the trap can't be sprung. If the player fails the Open Lock roll, Stardancer can't unlock this door.

2. **Zanthar can** use his knock spell scroll, if he didn't use it on the stone door. If the scroll is used, the door opens and the trap goes off without harming anyone.

3. **Any character can** make a Strength check to bash open the door. Unfortunately, this sets off the trap. The hero who successfully bashes through the iron door is hit by a spring-loaded ax

## HANDY DM TIP: WINGING IT

Players will eventually try something that isn't covered in the Fast-Play Game. That's one of the cool things about the game, and the reason that it works best with a live DM and not a computer AI. As the DM, you consider a player's action and judge how successful his or her hero is.

When a situation comes up that you don't have an answer to, make something up! If you're fair, consistent, and having fun, everything will turn out fine. This is the fine art of "Winging It." It's a perfectly acceptable tactic for handling the unexpected.

Just consider the situation. What is the player trying to have his or her character accomplish and how likely is it to succeed? If need be, call for a roll against a particular ability score. (Roll three dice. If the result is less than the chosen ability score, the check succeeds.) For example, trying to push past a zombie might require a Strength check, or trying to bargain with a skeletal warrior might require a Charisma check. As the DM, it's up to you. Just be fair, and keep in mind that it's only a game—the object is to have fun.



blade that slashes across the open doorway. That hero suffers damage equal to one die plus one. Mark this off the character's Hit Point total.

As soon as someone opens the door, read:

Through the doorway, a passage slopes down. In the distance you hear the sound of rushing water.

When the heroes decide to press on, go to the next section.

## 4. BRIDGE OVER RAGING WATERS

When the heroes pass through the iron door, read the following:

The sound of rushing water becomes louder as you follow the descending passage. Finally you reach the edge of a large underground chasm. Beneath you, an underground river surges violently, appearing out of the darkness to your left and disappearing to your right. Across the bridge is a rickety bridge, made of ropes and planks, that leads to another iron door on the far side. The bridge sways dangerously above the river. Two threatening forms step out of the shadows on the far side of the bridge. Each wields a sword and wears armor. As they move into the light, you see that these figures are skeletons—more undead guardians to block the way!

What are your heroes going to do?

The figures with the swords are skeletal warriors—all bones and armor and nothing else. They are more formidable than the zombies. The heroes can cross the bridge without a problem, though you might want to describe how it sways and shakes with every step a hero takes. Two heroes can walk side-by-side on the bridge, or they can cross it in single file. When a hero gets about halfway across the bridge, one of the skeletal warriors steps forward to challenge the hero. See the box in the next column for combat details.

If a skeletal warrior hits a hero for maximum damage, that hero has a chance of being knocked off the bridge into the raging river. The heroes can avoid this

danger by using the ropes in their packs to tie safety lines to each other.

**Heroes Attack:** The players make the attack rolls for their heroes. To make an attack roll, a player rolls three dice.

If the total is **less than** the hero's To-Hit number, the hero's attack misses.

If the total is equal to or greater than the hero's To-Hit number, the attack for this round succeeds.

The player then makes a damage roll. You record the damage on the Skeletal Warrior Wounds chart, below. When a skeleton's wound boxes are filled, it collapses into a tangle of dead bones.

After each of the heroes has had a chance to attack once, then it's the skeletal warriors' turn ...

**Skeletal Warriors Attack:** You roll for the skeletons. The skeletons have a To-Hit number of 12. Roll three dice. If the total equals or exceeds 12, a skeleton hits. If a skeletal warrior hits a hero, it inflicts one die of damage plus 1 additional point.

If a skeletal warrior hits a hero and inflicts maximum damage (that's 7 points from one attack), the hero gets knocked to the side and might fall off the bridge. The hero's player must make a successful Dexterity check for the hero to stay atop the bridge.

### Skeletal Warrior Wounds

Skeleton 1 ○○○○○○○○○

Skeleton 2 ○○○○○○○○○

If a skeletal warrior inflicts maximum damage on a hero who's on the bridge, that hero must make a Dexterity check to keep from falling into the raging river.

To make a Dexterity check, a player rolls three dice. If the total is **less than** the hero's Dexterity score, that hero stays on the bridge.

If the total is **equal to or greater than** the hero's Dexterity score, that hero falls into the water.

If a falling hero was tied to ropes, the hero gets dunked in the cold river, but can be hauled back up. If not, read the following to

### HANDY DM TIP: RUNNING MAXIE

Maxie is a dog, but he's also a character controlled by you, the DM. That means that you decide what Maxie does and how he does it. Here are some things to keep in mind:

Maxie barks a lot. He shows most of what he discovers by barking at it—heroes, monsters, treasure, lint.

Maxie is loyal. He fights alongside his new master. Let the player running the hero that Maxie befriended make Maxie's attack and damage rolls.

Maxie is not smart. He has more loyalty than brains.

What does Maxie look like? That's up to you, as the DM.



all the players, plugging in the hero's name at the appropriate places:

(Hero) takes a mighty blow and is knocked off the bridge. (Hero) reaches out to grab the bridge, but the ropes are too slick. (Hero) plunges into the raging torrent of the underground river, immediately disappearing beneath the cold, dark surface.

After the heroes defeat the skeletal warriors, go to the next section.

## 5. ON THE OTHER SIDE

Once the heroes get across the river and defeat the skeletal warriors, they see an iron door in front of them.

If the heroes check the skeletal warriors, they find nothing of value. Even the swords that the skeletons used, which looked strong and deadly while the monsters were animated, now appear to be rusted and brittle.

The heroes can check out the iron door, but this door isn't locked and it contains no traps. When the heroes open the door, read the following to the players:

The door opens into a short passage, which ends almost in a "T" intersection. Looking to the left, the passage continues and turns right. Looking to the right, the passage ends in another iron door.

Have a pencil ready. You might want to sketch what the heroes see on a piece of paper for the players. Sketching maps is a common staple of the D&D Game, as it gives players a sense of where their characters are in the dungeon. Use the map on page 2 as a guide. Don't worry about exact distances—just give them an idea that they have two choices, right or left.

If they choose to go to the right, toward the iron door, go to "6. Maxie!" If they choose to go left, continue with "7. The Smoke Dragon's Lair"

## 6. MAXIE!

This iron door on the right isn't locked or trapped. When the heroes open this door, read:

The door opens into a small room. There are four things in the room: two chests, a body, and a good-sized dog.

### **A. Checking the Chests**

The chests look like the ones in the zombie chamber.

The first chest's lid is open. Scorch marks surround the chest, indicating that a powerful, explosive trap was sprung when the lid was opened. There's nothing in this chest.

The second chest isn't locked, but it is trapped. If Stardancer makes a successful Find Traps check, she can open the chest without setting off the trap. If she fails the check, or if anyone else simply tries to open the chest, the trap is sprung.

If the trap on the second chest is sprung, a cloud of poison dust billows into the face of the hero who opened the chest's lid. The hero must make a Constitution check to determine the full effects of the poison.

To make a Constitution check, a player rolls three dice. If the total is **less than** the hero's Constitution score, that hero only suffers 2 points of damage from the poison dust.

If the total is **equal to or greater than** the hero's Constitution score, that hero suffers 5 points of damage from the dust.

After the second chest is opened, the heroes find a ring at the bottom of the chest. The ring glows faintly and is made of unadorned gold. Any hero who wears the ring becomes harder to hit in combat. A monster's To-Hit number is increased by 1 point when the monster attacks the hero wearing the *ring of protection*.

### **B. Checking the Body**

The body is sprawled in front of the open chest, face up, quite dead. It looks like an adventurer, though his body has been scorched and blackened by whatever exploded out of the chest. The dog growls and barks if the heroes try to get too close.



## 7. LAIR OF THE SMOKE DRAGON

When the heroes reach the corner, read:

The passage ahead continues a short way and then opens into a great vault. At the far end of the vault, a large shrine carved from black volcanic rock rises from the stone floor. A great bowl-shaped brazier sits atop the shrine's altar. Smoke billows from the brazier, gathering into a dark cloud above the black shrine.

What are your heroes doing?

If the heroes haven't checked out the iron door yet (area 6), they still have time to go back before they enter the vault. Otherwise, continue with this section.

When they enter the vault, read:

As you enter the great vault, the shrine at the far end begins to glow with reddish light. Smoke erupts from the brazier in a thick stream, gathering in the center of the room. It quickly forms into the shape of a great winged dragon.

The walls resound with laughter, and a dark, evil voice thunders from the dragon-shaped cloud. **"Fools! You have found only death in the lair of the smoke dragon! Soon you will join my undead legions!"**

What are your heroes doing?

Use your "Evil Voice" when you bellow the smoke dragon's lines. He's the Big Bad Guy, so play him up.

A battle is inevitable. The smoke dragon doesn't appreciate invaders in his lair, and he needs the bodies of the heroes to replace the undead guardians that the heroes have destroyed. Besides, if the heroes want to make sure that the village isn't bothered by more zombies in the future, they have to destroy the smoke dragon.

If the heroes turn and flee, the smoke dragon catches up with them at the rope bridge. If they remain in the vault, it pounces upon them there.

Who attacks first? If the heroes stay in the vault, they get to attack first. If the heroes run to the bridge, the smoke dragon attacks first.

The heroes must deal with the dog before they can examine the body.

Once the heroes have dealt with the dog (see Checking the Dog, below), they can search the dead body. There's a mace and a *potion of healing* on the body. The potion restores two dice of Hit Points when consumed.

### C. Checking the Dog

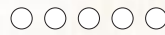
The dog stands guard over the fallen body (its former master). It looks hungry and lonely, and its ribs can be seen beneath its matted fur. It wears a leather collar with a tag around its neck that reads "Maxie."

The heroes can leave the room, but they hear the dog barking and whining from behind the closed door.

The heroes can attack the dog, but then it fights back until the heroes kill it or leave.

Maxie has 5 hit points and a To-Hit number of 14. It inflicts one die of damage when it makes a successful bite.

Maxie



### The heroes can befriend the dog.

Maxie's a good dog, but he won't let anyone approach his former master until they become friends. The first player who says his or her hero is being nice to the dog must make a Charisma check. (If a hero offers food to the dog, no Charisma check is needed. Maxie immediately befriends that hero.)

To make a Charisma check, the player rolls three dice. If the total is **less than** the hero's Charisma score, that hero befriends Maxie. If a hero fails, Maxie growls and barks at that hero. Others can try, but each hero can only attempt to befriend Maxie once.

Once a hero befriends Maxie, the dog allows the heroes to approach the body of his former master and they can recover the items discussed in Checking the Body, above. Then Maxie follows the heroes and fights at their side, adopting them as his new masters and friends.



**Heroes Attack:** The players make attack rolls for their heroes (and don't forget Maxie if he's around). To make an attack roll, a player rolls three dice and tries to get a total that's **equal to or greater than** the hero's To-Hit number.

If the attack succeeds, the player then makes a damage roll. Mark off the damage on the Smoke Dragon Wounds chart, below.

Note that the smoke dragon becomes a more or less solid, sinuous cloud of smoke when it attacks. It can hurt the heroes and the heroes can hurt it. Describe how slash marks appear in the smoke whenever a hero hits it; if a hero inflicts a lot of damage in an attack, the smoke dragon even roars in pain.

**Smoke Dragon Attacks:** You make the attack rolls for the dragon. Roll three dice. The dragon has 30 hit points and a To-Hit number of 11. When it hits, roll two dice. The higher roll is the damage it inflicts for the hit.

Who does the smoke dragon attack? That's up to you. Play the dragon as an intelligent foe. It attacks powerful characters first, and defends its brazier if a hero gets too close to this source of power (see below).

### Smoke Dragon Wounds

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### A. The Brazier

The brazier is the smoke dragon's source of power. If a hero destroys it, the smoke dragon immediately takes 15 points of damage.

A hero can reach the brazier in one round instead of attacking the smoke dragon. The next round, the hero can destroy the brazier with a sharp strike from any weapon (or the *magic missile* spell from a distance). No roll is required to hit and destroy the brazier.

If someone decides to head for the brazier, the dragon attacks that hero.

When the dragon is reduced to zero Hit Points, read the following out loud:

The smoke dragon lets out a loud roar and bellows "**Fools! You may have won today, but I will return to destroy you! You have been warned ...**"

And then it fades away, the smoke losing its solidity and fading to wisps of mist. **You have won.**

## COOL! SO, IS THERE ANY CASH LYING AROUND?

The heroes discover a small alcove at the back of the shrine. In the alcove they find the following items:

A large sack filled with gold coins (500 gold total).

A magical scroll (usable by Zanthar Rex) with a magical spell on it—the *sleep* spell that puts weak monsters to sleep.

A magical scroll (usable by Delavan) with a priest's spell on it—the *spiritual hammer* spell that lets the priest do damage from a distance

Magical elf slippers, for Stardancer, that allow her to move silently.

Metal armor large enough for Graywulf that makes it harder for creatures to hit him.

## WHAT'S NEXT?

This *Fast-Play Game* is only the tip of the iceberg when it comes to the DUNGEONS & DRAGONS Game. The full game offers a complete and comprehensive set of rules that allows you to create your own fantastic sword-and-sorcery adventures.

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